

# IMPASSABLE

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## GAME OPENINGS HERE!

Last issue an announcement was made for two regular games for experienced players and three games for novices/newbloods. The gamefee is \$7.00 which covers the game until you're knocked out or drop out. \$8.00 covers all issues of the game provided you didn't drop out. \$1.00 deposit is allowed for airmail postage. When it is used up, more money will be required to continue airmail service.

As of right now, no games have yet been filled, but two are needing only one player each to fill the roster. We still have one complete experience game and two novice/newblood games still open. At least two games should be announced by next issue. Hang on you guys who have already entered!

## NORTH AMERICAN DIPLOMACY PLAYERS' SURVEY

Enclosed with this issue will be a copy of the NADPS being conducted by Lew Pulsipher with support of the IDA. I cannot say enough in urging everyone to send in their poll form to Lew. This is definitely the biggest and best effort to fathom the hobby's thinking on the game.

If you will hurry, I am sure that you can get your poll into Lew's hands by the deadline of November 15, 1974. So, hurry, fill out your sheet and mail it right to Lew at Box 1021 Graduate Center, Duke U., Durham, NC 27706! Before the end of this year, I think Lew will have a complete report for us!

## ZINE REVIEW

BOAST, #54. Herb Barents, 1142 S. 96th Ave., Zeeland, MI 49464. Ditto. This dippy publication is one of the best ones for being out promptly and on time. Has never been late in 3 years of publishing! The only drawback is that the ditto isn't the best, but at least it is readable. Sub is \$2.75 per year (17 issues). No openings, but needs standbys for variants. Hey, Herb, what's this about my "dry humor"? And, I don't happen to think that I'm all that dumb--do you realize how much work goes into writing dry humor? Anyone can write wet humor!! And for that remark about my staples, I'll just send this issue to you with 20 staples in it--have fun Herb!

TURNABOUT, #3. Peter A. Berggren, Davistown Schoolhouse Rd., Orford, NH 03777. Has regular game openings at \$5.00 gamefee. Subs are 10/\$2.00. Also has openings in two variants: The Gigaton Bomb Variant and The Colonial Variant at gamefee of \$2.00. \$2.00 more will be charged if these games work out and are incorporated into Turnabout. A xerox gamezine, the new publisher seems to know what he is doing, but though he mentions my openings and states they're elsewhere, I couldn't find it since page 11 was missing. If you want more info about this great new one, please see page 13.

WARLORD, #19. Dan Gallagher, 6425 King Louis Dr., Alexandria, VA 22312. Ditto. The sub rate is \$2.00 for 6 months--I believe that it is tri-weekly so that means 8 issues or 12 if it is bi-weekly. It doesn't say and the trade just started, so I don't know. Needs standbys for the variant, Westphalia, free. By the way, Dan, Impassable is spelled with two "a's"!

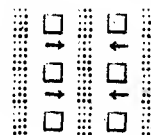
CIMMERIA, #19. Steve Nozik, Box A751 Fargo Quad, SUNY at Buffalo, Amherst Campus, Buffalo, NY 14261. Ditto. Sub is 10/\$2 or 13/\$3 airmail. No positions open, but needs standbys....hmmmm....everybody needs standbys! Another zine from, ho, hum, the state of New York. As usual for them tough New Yorkers type, he discusses politics. But then, he's on the right side of the party line so I don't disagree with him.

PELLUCIDAR, #26. Burt Labelle, Forest Park #23, Biddeford, ME 04005. Ditto. Has

(cont. col. 2, page 4)

# STALEMATE POSITIONS: MORE PRACTICAL IMPLICATIONS

By Eric Verheiden



In my original article in Impassable #33, the practical implications of some of the more common and easily reachable stalemate positions were discussed. However, there are others, less common and more difficult to obtain, which may nevertheless assume a more critical importance under certain conditions.

To begin with, consider the west, in particular, England, Scandinavia and the western coastal provinces most often included in stalemate lines. In the previous article, it was noted how two spaces, the Mid-Atlantic and St. Petersburg, are usually critical to the western defense. Usually, that is, but not always. A foreign fleet in the Mid-Atlantic need not prove fatal if the North Atlantic, Irish Sea and English Channel are all occupied (or under repeated attack) by friendly forces. In addition, Scandinavia must be secured, as must be a minimal continental position running from Brest to Kiel along the coast with Paris and Ruhr thrown in. With Burgundy secure as well, St. Petersburg becomes dispensible, with armies in Norway and Finland (or even Sweden) sufficing to hold Scandinavia from the north. This makes the conventional assumption, of course, that enemy fleets have been permanently eradicated from northern waters.

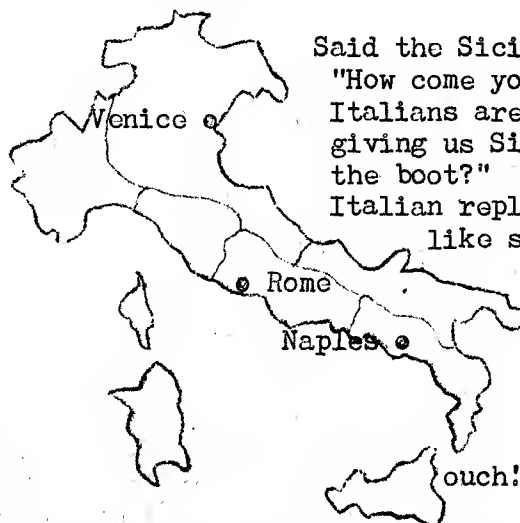
Also worthy of note is one unique position in which France becomes completely dispensible, along with the Mid-Atlantic, for the northern powers. In its place, the continental position must be extended to include all of Germany and all of Russia except for Sevastopol; nothing less will suffice. The western defensive line of fleets proceeds much as the above.

In the east, of interest are the positions which can be formed without one or more of the Italian centers. If all the Italian centers are lost, then stalemate is impossible without a strong hold over most of Scandinavia, which as a practical matter is possible only for Russia and even then often with some difficulty. If not all the Italian centers are lost, however, then the possibilities are more promising. With only Venice and five southern fleets (one of which may be replaced by an army in Apulia), a compact line may be formed running through the Ionian, the Adriatic or Apulia, Venice, Tyrolia, Munich, Berlin, Prussia, Livonia and Moscow. The two German centers in particular assume a vital importance here, one which an eastern alliance should be aware of if Italian losses seem likely.

The improvement in prospects apparent with the addition of a second Italian center varies considerably. Holding Rome in addition to Venice but without Naples is a desirable end in itself, but it does nothing to reduce the northern requirements of a complete line, owing to the large chunk of Italian territory (Piedmont and Tuscany, to be precise) which must be held along with Rome if it is not to be retaken eventually.

Holding Naples along with Venice is somewhat better; the loss of Munich may then be withstood without adverse consequences under the proper conditions.

Curiously enough though, best of all is if Rome and Naples are held without Venice, so long as Venice is held by an army rather than a fleet. The fact that a unit in Naples can support a unit in Rome allows the saving of an additional unit, which in turn reduces the minimum requirements for a northern line to Silesia in Germany and Moscow, and Warsaw (without Livonia) in Russia.



Said the Sicilian,  
"How come you  
Italians are always  
giving us Sicilians  
the boot?" The  
Italian replied, "We  
like soccer."

ouch!

You may have the universe if I may have Italy. --Verdi--Attila

Open my heart and you will see,  
Graved inside of it, "Italy."

--Browning--Men and Women

Game 1970BJ, Summer & Fall 1913

### AUSTRIANS LEAD ALLIES TO WAR WITH ITALY!

Summer 1913: Germany R A Mun-Ber

Fall 1913:

AUSTRIA(Beyerlein): A Mun-Bur, A Boh-Mun,  
A Bud-Tri, A Vie S A Bud-Tri, A Ser S  
A Bud-Tri, A Tri-Alb, A Gre S A Tri-Alb,  
A Bul S A Gre, A Mos-Liv, A War S A Mos-  
Liv

ENGLAND(Keller): F Nth-Lon

GERMANY(Mahler): A Ber S Aus A Boh-Mun,  
A Kie-Ruh, F Hol S F Eng-Bel, F Eng-Bel

ITALY(Phillips): F Mid-Nat, F Wal-Lvp,  
F Lon-Yor/r/(Eng, OTB), F Nwg-Cly, A Bel  
S A Bur-Ruh/r/(Pic, OTB), A Par-Bur,  
A Tyr-Boh, A Ven S F Adr-Tri, F Adr-Tri,  
F Ion-Alb

RUSSIA(Kelly): A Yor S Eng F Nth-Lon, F Cly-  
Lvp, F Edi-Nwg, A Nwy H, A Liv H/r/(OTB,  
St.P), A Con H, A Smy H

Note: Germany has called for a vote on a 4-  
way draw.

AUTUMN & WINTER 1913 Orders and Vote on Draw  
due Friday, November 22, 1974, at noon, E.S.T.

Fall 1913 Supply Center Chart:

Austria: Hom, Ser, Bul, Rum, ~~Par~~, War, Sev,  
Gre, Mos, Mun (11) Bl, was 1 short

England: Lon, ~~Par~~ (1) SP

Germany: Kie, Hol, Den, ~~Mun~~, Ber, Bel (5) Bl

Italy: Hom, Tun, Mar, Spa, Por, Bre, Par,  
Lvp, ~~Lon~~ (10) SP, lost 1

Russia: StP, Swe, Nwy, Ank, Con, Smy, Edi  
(7) SP

No Press.

Game 1972BG, Fall 1912

AUSTRIA FACES A TWO-FRONT WAR, ITALY TAKES  
TRIESTE! ENGLAND AND RUSSIA HOLDS OUT! WAR!

AUSTRIA(Ball): A Ruh-Bel, A Hol S A Ruh-Bel,  
A Kie-Den, A Sil-Mun, A Gal-War, A Pru  
S A Gal-War, A Ukr-Mos, A Rum-Sev, A  
Ser-Gre, F Bla S A Rum-Sev, A Vie-Tyr

ENGLAND(Swies): F Nwg-Nat, F Wal-Lvp, A Yor  
S F Wal-Lvp, F Nth-Lon

ITALY(Hrbek): F Nat S F Lvp, F Lvp H/r/(Cly,  
Iri, OTB), F Mid-Eng, A Bre-Par, A Pic  
S Rus F Bel, A Bur-Mun, A Ven-Tri, A  
Tus-Pie, A Apu-Ven, F Ion-Aeg, F Tun-Ion,  
F Con-Ank

RUSSIA(Fish): A Mos S A War-Liv, A War-Liv,

A Sev H/r/(Arm, OTB), A Nwy H, A Swe-  
Den, F Bel H

AUTUMN & WINTER 1912 Orders due Friday,  
November 22, 1974 at noon, E.S.T.

Fall 1912 Supply Center Chart:

Austria: Vie, Bud, ~~Tri~~, Ser, Gre, Bul, Mun,  
Rum, Ber, ~~Ank~~, Kie, Hol, War, Sev (12)  
Bl

England: Edi, Lon, Den, ~~Par~~, Lvp (4) SP

Italy: Hom, Por, Spa, Tun, Mar, Smy, Con,  
Bre, Par, ~~Lvp~~, Tri, Ank (13) Bl

Russia: StP, Mos, ~~War~~, ~~Sev~~, Swe, Nwy, Bel,  
~~Lon~~ (5) Bl, had only 6, lost 1

No Press.

Game 1972EW, Autumn & Winter 1912

RUSSIAN FORCES AGAIN ON THE MOVE AS ITALY'S  
FORCES HALTS ON A DEAD STOP!

Autumn 1912: Germany R A Kie-Den; Russia  
R F Nth-Nwy

Winter 1912:

FRANCE(DePrisco): SP

GERMANY(Davies): R F Hel

ITALY(Lindauer): NMR, will be 1 short

RUSSIA(Knudsen): B A Mos

TURKEY(Abbott): B F Smy

Note: We are asking Rich Swies, 4829 Leam-  
ington, Chicago, IL 60638 to standby for  
Italy this season.

SPRING 1913 Orders due Friday, November 22,  
1974 at noon, E.S.T.

Winter 1912 Positions:

France: A Pie, A Ruh, A Hol, A Edi, F Eng,  
A Bel, F Nth, F Lon, F Bar, F Nwg (10);

Germany: A Ber, A Den (2); Italy: A Kie,  
A Ven, F Ion, F Adr, F Tun (5); Russia: F  
Nwy, F StP(nc), A Sil, F Ska, F Bal, A Tyr,  
A Vie, A Bud, A Mos (9); Turkey: A Tri, A  
Boh, A Ser, F Gre, F Eas, F Alb, F Smy (7).

No Press.

Game 1973Dd1, Spring 1022

SCOTS MASS TROOPS AGAINST KYMRU WHILE MUNSTER  
FORCES HALT ATTACKS ON NORTHERN IRELAND

Note: We are asking Adam Gilinsky, River Rd.  
Scarborough, NY 10510 to standby for Munster,  
(cont. next page)



KYMRU(Gemignani): A Str-Gwy/imp/, A Shr-Pow/ nsu/, A Her-Bue, A Brk-Gwe, A Sta /u/

LEINSTER(Fujihara): F Man-NIS, F SIS/inc/, A Tyr-Oma, A Mea-Uri, A Tar S A Mea-Uri

MUNSTER(Dick): NMR. F TrB, F GaB, A Ros, A Ern all hold, A Tua H/a/, F NSG H/r/ (Wex, Dyf, StG, SSG, Bri, OTB)

ORKNEY(Keller): F Heb-Min, A Sky-Sut, F CaB S Sco F Wic-NSG, A Sli H, F SIB S A Sli, F IAt S Sco F Tua-Law, A Spe S A Oma H, A Oma H, F Dow-NIS

SCOTLAND(Tonnesen): F Che-Gwy, A Gum-Che, A Pow-Shr, A Car-Bue, A Der-Oxf, A Ber-Yor, F Dun-Sol, F Wic-NSG, F Dub-SIS, A Tar-Mea/ nsu/, F Don-Isl, F Tua-Law, A Uri/ u/ /r/ (Plu, Mou, Ang, OTB)

SUMMER & FALL 1022 Orders due Friday, November 22, 1974 at noon, E.S.T.

#### Press:

Kymru: A blind man overlooks the speck in his eye which is a beam that enters his brain and kills him. Scotland does not write which means he is illiterate. He is also a robber who comes by stealth to kill the innocent in their beds. His talk is not fit for decent folks, and his friend Orkney is worse yet. His question about foul deeds reminds one of the Great Stoned Stone. He talks in riddles that men many not know his true feelings--which are darker than the Devil's. If the Great Stone thinks the last laugh is in, he is as stoned as Scotland.

Stonehenge: A very unusual event occurred today in Stonehenge! A great earthquake was to be felt for a few minutes. The Great Stone shook and swayed from side to side in motion dizzying to the eyes of mortals. The priests scattered in all directions away from the possible fall of the Great Stone himself! Then, the earthquake suddenly stopped, the world was again at peace, the music of the gentle stream continued to please the ears as the birds again warbled their tune, no longer afraid. As for the Great Stone, one word was heard and it was, "Whew!" The Priests could not decipher the word as it was a foreign word not sounding like any of their tongue. They finally surmised that it was a sound of anger of the unfaithful who continue to doubt the great wisdom of the Great Stone, and that the earthquake was his punishment of those who disbelieve. Their minds free of worry and again of peace, they continued in their ancient rituals of praying before the Great Stone.

openings in one regular game for fee of \$6.50. Tom Eller, an old-timer in this mail hobby will be the guest GM. Circulation is the same as mine at 110, but he's apparently ahead of me for this issue by 109 readers to be exact!

CARN DUM, #7. Ray Heuer, 102-42 Jamaica Ave., Richmond Hill, NY 11418. Subs for this mimeo product is 10/\$2.00 and gamefees for Origins is \$3.00 and \$5.00 for everything else. Looks like it will need players for the 1600 variant (that game requires 15 players!). Pretty good overall but don't mention the name of a certain Californian or you'll find yourself with a black eye! Can't blame him though....

EREHWON, #81. Rod Walker, 4069 Jackdaw St., San Diego, CA 92103. Ditto. Sub is 6/\$1. This gamezine has no openings, and it is not recommended by the TDA or the IDA for family reading. The quality of the product is fairly good and must have been in the distant past since he's up to #81, but the topics have changed and that is what makes this triple X-rated. X is for dirty, XX is for Danish dirt, but XXX is unmentionable in Bostonian circles though some San Franciscans may be familiar....If you want to lose your pants on this deal, go ahead! At least you'll laugh while doing so. With the star-studded cast of Beshara as Board of Directors, Boardman in publicity, Von Metzke as Concert Master, and Charles Reinsel as the Double-reed Slide Music Stand, you can't go too far wrong....but, then, you might just become confused as what is wrong and what is right!

--That's All Folks!

## NEWS Of The Diplomacy Hobby

There are several gamezines which have not been showing their faces of late. The two biggest gamezines in the hobby, El Conquistador and The Fighter's Home have both not appeared in print since the August Dipcon. The rumor on El Con is that Gordon Anderson lost a bundle on the DipCon event and is perhaps also still tired from handling its affairs. The word has not yet been given whether it is dead. The Fighter's Home, on the other hand, would appear to be more of a home for the dead the way things are going. November is the third month

(cont. col. 1, pg. 5)

## HOBBY NEWS, CONT.

they last printed an issue. I as a player once heard from the gamesmaster about a delay in the deadline, but since that card in late August, nothing has arrived here in Castle Impassable. So, it sure looks like that Greg Warden the Orphan Games Project Leader/Director will have a load of games to find new lively homes. I understand from Edi Birsan that they carried 21 games. The bigger they are, the bigger they fall..... meanwhile, my reliable sources have discovered that Daniel Gorham has moved to a new location in the state of Arkansas. If anyone wants to try to contact the Reverend for further holy details of the funeral, write to: Box 5, Summers, AR 72769.

The problems with El Con and Anderson means that we might have to look elsewhere for someone to host next year's DipCon event. Rumors, or rather, private talks, pushed the idea of a convention just for Diplomacy to be located in Indianapolis. However, in Chicago there are other people who have handled the practically annual-event-in-Chicago Dipcon-- such as Len Lakofka. If more rumors float this way, we'll sink them right here in this zine....

Another zine is folding by planning and that is John Coleman's Domination. As I understand it, the games will be continued, but no zine as such will remain for reading material and the like for trading and subbing.

Doug Beyerlein has become the latest of a long line of Boardman Numbers Custodian, replacing the venerable Conrad von Metzke. Rod Walker who was back-up man for Conrad is apparently the back-up man for Doug. Whatever, the news is that Doug resigned from the IDA leaving the Council without its Ombudsman. My impression is that Doug will make an excellent Boardman Custodian, but that he did not have to resign from IDA. If anyone thinks that belonging to the IDA will make that person some servile mindless robot has another think coming! Unfortunately, the post as Boardman Custodian has a past history of controversy and hobby politics. This is an understandable situation in view of our own extensive learnings in political science, but I nevertheless think it as a deplorable situation! We are quite fortunate to have Doug as our new Boardman Numbers Custodian for very few people can hack the job's load and at the same time battle friends and foes in our tipsy-topsy hobby.

Forgot to give Greg Warden's address which might be of help to those players whose

games might have been orphaned:

Greg Warden  
804 S 48th St.  
Philadelphia, PA 19143

If you think your game has been dropped like a hot and bloody knife at the scene of a stabbing, then write to Greg to see if he can help you find a new Gamesmaster.

The long-lost Diplomacy Census is back into high gear with the energetic work of Paul Boymel, 3001 Veazey Terrace, NW, Apt. 1014, Washington, DC 20008. Paul is still trying to compile the addresses and I urge all publishers to send him a copy of your latest printed mailing list, or better yet, make one up for him and zip mail it right to him!

The IDA Elections is now in the Nominations Phase of its yearly democratic blood-letting. As Editor my job was to compile the list of nominees and to mail it out to them asking if they want to affirm their desire to run for an office. This year's list is the biggest field of possible candidates the IDA has ever had. The interest in IDA has grown in the past few months when I think that people were beginning to think how important the IDA can be in helping the hobby to improve its services. By the way, membership for a year to IDA is still inflation-proofed at the \$2.00 level. Send your check or order to the IDA Treasurer (make it out to: International Diplomacy Association):

Walter Buchanan  
R.R. #3  
Lebanon, IN 46052

By reading my comments on the Calhamer Awards, some of you may gather that a panel will soon be set up to help solve the many problems inherent in past Calhamer Awards. Well, I have proposed the panel idea on the IDA Council and have offered to be the chairman, publishing the panel's zine. I have been asking around for self-sacrificing volunteers and believe that I have been able to come up with an excellent group of publishers and experts. The latest unofficial information is that the IDA Council has approved the proposal I made and so I will soon begin official work on it. The zine will be a semi-open circulation affair; while the panel will have only nine voting members plus the President of IDA, the zine will be open to comments from all of its readers. The subscription should be 6/\$1.00, but wait to hear more first in this gamezine!

There are two special publications  
(cont. pg. 6, col. 1)

## NEWS OF THE HOBBY, CONT.

which I want to plug here. The first is an upcoming complete single issue publication of a serial which has been appearing of late in Mixumaxu Gazette. The publication will be the complete text to "The Publisher", a Diplomacy play satirizing "The Mikado". The prepublication price is 75¢ which will go up some time next month--the month when it will be published. To buy it, send your hard-earned money to:

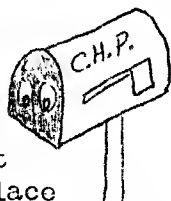
Robert B. Lipton  
Box 360  
Lafayette College  
Easton, PA 18042

The other publication is the second IDA Handbook, the "Diplomacy Handbook 1974". This edition is better and longer than the first. Eighty pages of good reading material, is produced on quality white paper with the mimeo process. All for only \$3.00 (\$2.00 if you're an IDA member). Send your check or money order to me at:

John Boyer  
117 Garland Drive  
Carlisle, PA 17013

Well, I think that covers the news from our part of the world (and our fantasy...). So long until next time same column will be reported by your dippy Jack Anderson reporter!

## THE MAILBOX



I have some letters from our readers, mainly on the last issue's discussion on second-place players, but we do have an interesting letter from Mick Bullock of England. But first, I will print those from Andy Phillips and Doug Beyerlein. If we have room, we'll print Lew Pulsipher's letter also.

\* \* \*

From Andy Phillips: Second is never the best you can do. It's the worst possible result. No worse than third or fourth or seventh, but no better either. There's no point in trying to lose, or in bothering about the number of units you have on the board when your annihilation is conceded. Until your annihilation is certain, fight to avoid it. And when it's certain, concede (or pursue objectives--deciding who will win, e.g.--external to your nationality-persona).

The Phoenicians are better known, later, as Carthaginians. You can consult the city fathers of Carthage on the value of being the

the second strongest power on the board.

Anyway, I do recognize the possibility of coming to an accomodation with a power that could destroy you. But I continue (again and again and again) to point out that it is not appropriate to consider the possibility unless you do away with the victory criterion.

((Well, the Carthaginians were started as a colony of the Phoenicians, but their relation is stopped right there. My example was related to the Phoenicians only--not their colonies--at least when their colonies grew to become independent of their mother country. The Carthaginians were unusual people, to say the least. They were the only existing culture at that time to practice child sacrifice since the early Egyptians. One reason for hatred by the Romans of the Carthaginians was their child sacrifices. The Phoenicians never had that sort of religion--it must have been the influence of the Northern African desert climate prevailing even then...I will agree that no one should play for anything less than a win, but I am not about to deny the existence of such type of players since I have made use of them myself in my own games. So, whether you feel that points should be given to second place finishes in whatever amounts depends upon your personal player philosophy--that is, how strong your desire to win is in all sorts of game situations compared to another's.))

\* \* \*

From Doug Beyerlein: Now I wish to answer a couple of comments of yours and Pulsipher's in the last issue. First, Lew's comments.

The idea that the people who rate high on the BPP have a lot of influence with GRI is news to me. As far as I know (and since I originated the poll some three years ago I should know if anyone does) GRI has never taken any interest in the BPP results. I would greatly appreciate any information to the contrary.

The news of the seventh poll went out in my zine, CALIFORNIA REPORTS, published on 14 July. The deadline was the 10th of September, giving participants some two months to act. In addition I had previously contact Walt Buchanan and he agreed to insert ballots in the June issue of DIPLOMACY WORLD. Thus I would have thought that distribution would have been fairly good. The eighth poll will be conducted this coming spring and at that time I will try to allow more time for publishers to reprint the ballot in their zines.

(cont. col. 1, pg. 7)



## LETTERS, CONT.

Second, your comments on Andy's letter and my position on second place finishes.

I think that you are missing the whole point in why I view second place finishes as near worthless when it comes to ratings. A rating system tries to gage a player's skill in Postal Diplomacy. This is measured against the absolute standard of a win, as one can never do better than a win. By rating second place finishes as strong finishes in relationship to a win, in effect, you rate them as minor wins. There would be nothing wrong with this if the amount of skill in attaining such a finish is in proportion to the points given. But as I have said time and time again, this is not the case. All too many times the second place finish is a cheap finish. I outlined what it takes to pick up a second place finish in my letter printed in IMPASSABLE #40. Thus by rating a second place finish highly we are placing undue emphasis on an easy way to get to the top of some rating systems. If that is what you want then great, but it surely makes the notion that you are rating a player's skill suspect.

Also, I do not see any validity in your argument of using history to back-up your beliefs regarding ratings. Diplomacy is an abstract game, just as chess is. Introducing the argument of realism has nothing to do with the game, as the game is not designed to be historically realistic. That should be rather obvious by the equal strengths that Calhauer gave to Germany and Turkey at the start of the game. Calhauer used the period and map of Europe just prior to the First World War because it was a setting that lends itself to the concept of diplomacy and because it is contemporary enough to sell to the public. The game will be just as good of a game when it is played some day in some far away solar system which has never heard of Munich or Liverpool or even of Europe. Only then when a dispute arises nobody will be able to fall back on the historical realism argument to justify his beliefs.

((Well, Doug, my attempts at historical proof is not to prove the relative strengths of the countries in Diplomacy--but the human element involved in diplomacy--and the fight for survival. The only possible difference between the game and the world is that in the game you could have more striving for a win, or to put it another way, more desire to conquer all. But, as in real history, the game will still have countries or players willing to play second fiddle in order to

7  
survive. Of course, alternative goals such as are available to a nation not wanting to become a major military power is not exactly available in the game of Diplomacy. That is, there are only two goals possible in the game: Win or survive. Since it is a game with nothing more at stake than the gamefee or fame as an excellent player, we all can afford to go for the big kill. Thus, there is no such thing as peace until the end of the game. But, the name of the game is diplomacy, Doug, and this means that you can negotiate any sort of agreements--or, are you advocating a rule to make everyone go for a win or forfeit their game? This is only a game and so people can find fun just by playing and pretending they are historical rulers. Press writers perhaps might be more interested in their press than in winning--for them, the game justifies the press. Then again, you have a lot of people as replacement players who could possibly only hope for second place. Are you going to unilaterally deny them any gains in ratings for their efforts? If the players were to become rating conscious you will end up with a player shortage for replacements as everyone will shun them for starting games with better chances of winning.

In my mind, there is a sufficient numbers of situations and players with goals of second to justify a rating system giving points for second--enough points to reward those who do make second--not as a punishment for getting second!))

Okay, I decided to print Lew's letter before Mick's, so here it is:

From Lew Pulsipher: Tell us, John, why did you print "The Dominant Player"? I don't intend to criticize Beyerlein, but I have to say something about this type of article. It states that a condition usually exists in a game (dominance by a player). It says nothing about how to obtain that domination, or how to avoid being dominated. It is pure description and not prescription. Only the rawest neo could be unaware that he ought to try to make the other players do what he wants, and what he ought to try to make the other player consistently determine what he does. Yet the article doesn't go beyond this stage! The least Doug could have done, if he'd thought of it, was to point out that one way to avoid phone callers is to refuse to negotiate with them until you've received a letter from him. This gives you a chance to get a letter to him before the call; it

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## LETTERS, CONT.

also gets things in writing. I don't make significant negotiations by phone (I've never made a long distance call for negotiations) because I want things in writing for proof later on, which may help at some point.

(That's a very important reason why I haven't played in any demonstration game run by Walt--the two week deadlines almost forces a player to use the phone (which I couldn't afford even if I were inclined to it). On the other hand, it is not necessary to make calls or to write to every player every turn in order to dominate the game. It is necessary to get a move on early, but that's because you don't have that much time to discuss plans before moves are due. Usually it is the more positive personality, the man with ideas, who dominates, not the man who moves first. As it happens, the two characteristics usually go together.

This general type of article, one that describes what happens but offers virtually no insight or suggestions about what players ought to do to make something like it happen, is becoming more prevalent. They appear to me to be a waste of space, time, and effort.

By the way, where does this word "Cohered" come from? I thought it was "coerced". ((Probably a typo by me))

Now, John, I'm not seriously suggesting that a panel choose the CA winners, I just said it would be better than what you suggest. Knocking down a straw man is a waste of time. I've made my primary suggestions in DR. The idea of a panel choice isn't so bad, however. The panelists could be selected just as the members of the US electoral college are selected. After all, we didn't really elect the President in the 19th century (and even into the 20th), we elected people who elected the President. The average hobbyist is much more familiar with people than with the various nominees in the CA. He can select five or so people whose opinions he respects. The total elected might be 20 or 30. Then those "electors" would nominate and vote for CA winners. Presumably they would be much more qualified to vote in each category than the average hobbyist. Is there anything undemocratic about this? (Not that I give a shit as a matter of principle, but I know people are brought up to think that "democracy" is best even if they don't practice it in fact.) I'm assuming split CA's again--there aren't 10 people qualified to vote for joint CA's in the entire world! No, the hobbyists aren't vain and stupid (why did you suggest

that, anyway), they just don't give a shit about the CA. How many votes did we get--50 Americans (i.e., North Americans) out of 1,000+. I've got twice that response for my survey, which is a chore to fill out compared to the CA ballot, despite a smaller distribution thus far.

The only reason that people complain about the IDA Council being unresponsive is because the constitution forced us to be "democratic", with all that implies. The MGA, which is about as large as IDA, has never been democratic and we've recieved only one complaint about it in over 3 years. No one was led to expect democracy, and so no one is unhappy (of course, anyone who really cares is immediately co-opted into the MGA Council).

Co-optation (election of new members by present members of the panel) is another method for setting up the organization which would do the actual voting. I prefer election because there would be no grounds for charges of favoritism.

At any rate, these other proposals have to be considered. Your original statement was that your panel would be set up to implement your proposal; if you meant you wanted to set it up to discuss possible changes, you should have said so. We can't read your mind, John.

You'd be a lot better off if you avoided trying to argue by historical analogy about ratings. It's a game, not history; nations don't act in the same manner that Dip-players do. A lot of people do think second place is very valuable. One of the reasons I have reduced my playing load considerably is that I don't want to try to argue with people whose minds are basically alien to mine; and anyone who prefers second to a two-way draw (there are quite a few!) has just got to be on his ear from my point of view. My survey results so far are very scattered, and some of the listings are downright unbelievable (win placed fourth in one!). Whether people play for second doesn't have any bearing on whether it is a viable goal, does it? The rules determine what are viable goals, strictly speaking. And according to the rules, if you don't win or draw, you are nowhere (not even mentioned ....).

((That was certainly a long letter, but worth the trouble to type it, Lew. Your letters are always among the best thought out. So, I don't have that much to argue about what you said, but only a few points.

(cont. next pg., col. 1)



## LETTERS, CONCLUDED

I printed the article, "The Dominant Player" by Beyerlein, because I thought it was interesting--not necessarily as the outstanding "how to" article of the year. It did discuss the problems of dominating a game in order to win, and it brought into focus some of Beyerlein's own personal experiences. This alone, I felt, was worth the printing. Also, perhaps your own brilliant mind never had to grope with the "how to" of playing Diplomacy as a raw neophyte, but I wasn't any genius, and so things like what Doug brought up wasn't written down in my mind or on paper. Articles such as Doug's can solidify otherwise hazy ideas on the game. I would guess the only way to tell if the article was of any value would be to ask the novice readers of Impassable. What do you guys say about it?

I can't disagree with your statements on the Calhamer Awards except to say that your point on the apathy of the voting was not correct. Your poll is receiving better response primarily because it is attached to your own fame as well as not having any past history of failure or problems. The CAs were a laughing matter twice and so what to expect the third time? My proposal to have a panel of publishers investigate the handling of the next CAs is meant to get it back on its feet. I'm looking at the CAs from the positive point of view. I want it to succeed--on one international ballot, if possible.

I believe you brought up before the subject of the Australian Ballot. This could be the answer to part of the voting problem. The people who know more will vote on more nominees and so possibly outweigh those who don't know so many nominees. This leaves the problem of "popularity related to zine circulation". This, I think, can be solved by a combination of a panel-supported CA Nominees publication for sale plus setting up nomination categories reflecting circulations.

Whatever, this is a big job for the panel and many, many questions will have to be asked and then answered before any definitive policy can be set on the next CAs.

Last, your mentioning of some votes in the poll you're taking would seem to me an indication that I'm right in assuming that there is at least a minority group who will consider second place finish rather readily. My sole point here as far as ratings are concerned is that we should admit the existence of those situations in which second is the best you can do (as replacements), or just

desired. On the average, we can only expect to win 1 of 7 games. The rules do not forbid cross-game negotiations in which second places are traded for first places. There are a whole host of reasons for second place--enough I think to talk down those rating systems punishing second-place finishes.))

Well folks, that is all for letters. I was really happy about the participation by these letter writers. That means someone cares to discuss important things as ratings, player finishes, the CAs, and whatelse. In a way, these letters total up to more than just one article--letters have a way of coming right to the crucial point! Thanks, guys for your letters!

Next issue we will print Mick Bullock's letter in which he explains the Calhamer Award Variant Game winner: Intimate Diplomacy!

## DIPPYWORLD

Chapter 3: The Door is Opened

The room upstairs, located right above the great hall, was situated at one end of the inn, facing the crystal clear Lakes of the North. A great window gave away to the view, enhancing the poor lighting during the day and early evenings. The ceiling was of oak and winewood beams as the great hall below, but the difference being that the ceiling was also the roof and was sloped. A little low on the sides, but of greater height in the center, the room gave the visitor the impression of a cozy opening, warmed by the great stone fireplace on the opposite wall from the window. Cozy, but yet enough space for a small and important meeting.

The man in front of the many-planed window spoke, his barrel voice silencing the usual noise of busy and excited people.

"Friends of the Council, we are here on account of grave developments for our Diplomacy World," the respected and revered man was barely to be heard in the back of the room, but he still got complete attention and continued, "Pulsipher the Prophet informed me today of possible grave consequences from current developments now unfolding in the south in the region of the Bad Lands. I think that he would best be the one to explain."

The tall man known as the Prophet for much of the world stepped up to the front of the room. He took one long, searching

(cont. col. 1, pg. 10)

## DIPPYWORLD, CONT.

look, a deep breath, raised his long, thin arms, spread his bony fingers and his eyes went glassy as if he was looking into some vast void....

"I see trouble in the Bad Lands... trouble brewing which can some day threaten the whole of our world....If we do not take action to prevent this, our world, as we know it, will be doomed by the hordes and multitudes of the Warmongerers of the Rim!"

At once, the whole room became alive with agitation, refutations and total confusion. Everyone spoke at once and at the same time interrupted everyone else.

"Hold it gang!" Above this cacophony arose the bull-strength cry of the Wizard Birsauron, known to some as Birsan the Cruel. He gathered his breath for a louder effort, "Quiet! I bring this meeting to order!" Little by little, people noticed him and turned to face him. Having gotten their attention, Birsauron spoke his piece.

"Hey, come on now, guys, you heard Pulsipher give you his prophecy. I say we act now to get to the bottom of this right now. Who's with me?" He was answered by a chorus of approval. (Part two of Chapter 3 to be in next issue of Impassable! Sorry, but this chapter was cut short by lack of space.)

Victory that are cheap are cheap. Those only are worth having which come as the result of hard fighting. --Henry Ward Beecher

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## IMPASSABLE PUZZLES

Solution to #32: By a long process of deduction which there is no space to print, the answer is: Marinelli is the dancer, Reno is the painter, Hall is the writer, and Pastore is the pianist. Phillips got the correct answer on this one.

Solution to #33: The owner of the sports stadium should be arrested for malpractice of capitalism! He would gain \$21,474,836.47 minus \$2,000,000.00 equaling \$19,474,836.47 since the amount he would receive for the month of March is 2 to the 31st power minus 1. Phillips again got the right answer, but he cheated by looking up a handbook-- Andy, you were supposed to sweat over a calculator or wear your fingers out by pencil!

## THEM THAR CHESS GAMES!

Game #1: White--Harbor, Black--Bisher  
13. QRP-QR4 RXP  
14. QBP-QB4 NMR!

Is Bisher going to forfeit this game?

Game #5: White--Bisher, Black--?????  
2. P-QB4 P-K3  
3. N-KB3 P-Q4  
4. ....

Did you hear of the bright idea to use a vampire for the first trip to Mars? Being one of the undead, it was thought he couldn't be hurt--but when he arrived, he found that the planet Mars wasn't of blood (as he hoped) but of onions! What? F- for that?

## IMPASSABLE

117 Garland Drive  
Carlisle, PA 17013

Deadline is Nov. 22nd

Please standby for \_\_\_\_\_

Your sub is over \_\_\_\_\_

Symbols: S-subber, P-player, P+-player plus sub, Pam--player with airmail deposit, + with number indicates extra issues for player or subber, T-trader.

FIRST CLASS MAIL

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